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STUDENT
INITIATIVE
ACADEMIC
COMPETITION
RULEBOOK



Table of Contents

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ACADEMIC BOWL

I. GENERAL INFORMATION

1. No buzzer sets will be used.
2. Official timekeepers will verbally control response time.
3. An official scorer will tabulate and announce scores at the end of each round.
4. Each school is permitted to register a team of up to twelve members. However, the **minimum number of participants for any given event is 6 and the maximum number of participants is 8.** Team members may only be "substituted" **after** rounds one and/or two of the Super Quiz. **STUDENTS MAY NOT BE" SUBSTITUTED" DURING THE WRITTEN EXAM OR THE SPELLING BEE.**
5. The **ONLY EVENT** in which Team Members may confer before answering a question is during the **SUPER QUIZ.**
6. **TALKING AND SHARING INFORMATION IS CONSIDERED CHEATING. THIS WILL NOT BE ALLOWED. IF FOUND GUILTY OF TALKING AND/OR SHARING INFORMATION, TEAM MEMBER(S) AND/ OR THE TEAM WILL BE DISQUALIFIED FROM THE COMPETITION.**
7. Proctors will be stationed at each team's table to:
 - (a) Monitor team members.
 - (b) Confirm answers for official scorekeeper.
 - (c) Flip Score cards during competition.**PROCTORS WILL NOT MONITOR THEIR INDIVIDUAL TEAMS.**
8. **NO STUDY MATERIALS ARE ALLOWED AT THE COMPETITION. STUDY GUIDES SHOULD BE LEFT IN VEHICLES.**
9. Teams may use the Campbell's Middle School Quiz Books as a guide for Study Material. However, the test preparer may obtain questions from other sources earmarked for middle school students.

multiple choice questions)

1. Each team is required to take the written exam.
 - A. Copies of the exam will be distributed to each team member.
 - B. Team members will not be allowed to sit together.
 - C. Each member taking the exam will be given an identifying number before taking the exam.
 - D. English, Science, History and Math questions will be included in the exam. Pre- algebra is the highest level of math on the exam.
2. Each member will receive one (1) point for each correct answer up to total of 60 points.
3. Each team score will be the **AVERAGE** of all team members' scores combined. (This compensates for the potential variances in the size of competing teams).
4. Each written examination competition will last 45 minutes.
5. Each team may have from 8 to 12 members to take the written exam.
6. First, second and third place awards will be given to individuals with the top three scores. First, second and third place awards will be given to the teams with the top three scores.

III. SPELLING BEE (50 words)

1. The team must designate at least six members to participate, with a maximum of eight (8) members
2. Each member will receive (1) point for each correct answer up to a total of 50 points.
3. Each team score will be the **AVERAGE** of all team members' scores combined. This compensates for the potential variances in the size of competing teams.
4. This competition will last 40 minutes. Each word will be called twice.
5. First, second and third place awards will be given to individuals with the top three scores.

1. All teams will participate in the first and second rounds. The teams with the three (3) highest scores at the end of the second round will participate in the third round.
2. This competition will last 60 minutes. Each question will be read twice.
3. First Round-----20 questions
 - One (1) person is responsible for writing the answers for each team.
 - Teams will earn five (5) points for each correct answer in the first round.
 - Fifteen (15) seconds will be allowed to answer each question.
 - Up to twenty (20) minutes will be allowed for this round.
 - The team must designate at least six (6) members to participate, with a maximum of eight.
4. Second Round -----20 questions
 - One (1) person is responsible for writing the answers for each team.
 - Teams will earn ten (10) points for each correct answer in the second round.
 - Fifteen (15) seconds will be allowed to answer each question.
 - Up to twenty (20) minutes will be allowed for this round.
5. Third round----10 questions
 - Only those teams whose scores are among the top three highest scores in the second round will compete in the third round.
 - One (1) person is responsible for writing the answers for each team.
 - Teams will earn fifteen (15) points for each correct answer in the third round.
 - Fifteen (15) seconds will be allowed to answer each question.
 - Up to twenty (20) minutes will be allowed for this round.
6. Awards will be given to the first, second, and third place teams.

V. TIE-BREAKER PROCEDURES

1. Written Exam (Individual Award)
 - A. The format may include:
 - a.) Multiple-choice
 - b.) Sentence completion
 - c.) True or False
 - d.) Math not to exceed pre-algebra.
 - B. In case of multiple tie-breaker rounds, the judges will have the authority to choose additional questions until the tie is broken.
2. Written Exam (Team Award)
 - A. Each team will designate one member to compete for that team.
 - B. Format will be same for Individual Award.
 - C. Scoring: Total score-One (1) point per correct answer.

breaker rounds, the judges will have the authority to
questions until the tie is broken.

3. Spelling Bee- (Team Award Only)

- A. Each team will designate one member to compete for that team.
- B. Teams who are tied will compete in five-word rounds until a winner is declared.
- C. Scoring: Total score- One (1) point per correct answer.
- D. In case of multiple rounds, the judges will have the authority to choose additional words until the tie is broken.

4. Super Quiz (Team Award Only)

- A. In the event of a tie after Round Two, **teams who are tied** will compete in five-question rounds until a winner is declared, regardless of the number of tied teams. In the event of a tie for first and/or second place after the Third Round, the teams who are tied will compete in five-word rounds until a winner is declared.
- B. Scoring: Total score-One (1) point per correct answer.
- C. In case of multiple rounds, the judges will have the authority to choose the questions until the tie is broken.

VI. AWARDS

The overall first, second, and third place winners will be determined from the total number of points received by each team for winning and placing in the three competitions. The points will be assigned according to competition rank:

First Place	10 Points
Second Place	7 Points
Third Place	4 Points

In case of a tie, the team with the highest score at the end of a five-question round or rounds will be declared the winner. Those tie-breaker questions not used in the Written Exam and/or the Super Quiz Competition will serve as the tie breaking questions.

EDUCATIONAL TALENT SEARCH “HIGH Q”

1. High Q is a question and answer game played between two (2) teams of four (4) players.
2. All team members must be active participants in an Educational Talent Search Program and must be a conference registrant.
3. Each team must designate a single player as the team captain.
4. The competition will be conducted in a round-robin format.
5. Substitutions are not allowed once the game has begun.
6. Points are scored by correct answers to questions asked by the reader.
7. No points are subtracted for incorrect answers.
8. Each question will have a stated value.
9. The first response given is the one that counts.
10. If a player attempts to give more than one piece of information in his answer, the reader will distinguish whether the player has pinpointed the correct answer.
11. If the reader inadvertently gives the answer to a question without giving either team a chance to respond, or without turning the question over, the reader will move to the next question and play it according to the rules of that period.
12. Should an answer be heard coming from a person not playing on the team at the moment, the question may be discarded at the reader's discretion.
13. If time runs out and the game is tied, the tie is broken in a sudden death playoff. The first team to correctly answer an open question in sudden death wins the match.
14. The decision of the reader shall be final. All protests regarding questions, answers, or scoring must be made before the match is terminated.
15. No materials, study guides, or other printed information will be allowed in the competition room.

Educational Talent Search “High Q” Academic Competition

First Period: Open Round

1. During the first period, all questions are open and worth 10 points.
2. The first period will last four minutes.
3. An open question may be answered by any member of any team by buzzing in and waiting to be acknowledged by the reader.
4. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
5. The player must be ready to give the answer as soon as he is recognized. She/he may not answer before being recognized. Doing so will result in disqualification for the current question and opposing team will be given an opportunity to answer.
6. Once a player is recognized, she/he will be given 3 seconds to begin her/his answer. Once a player starts to answer, she/he will be given 3 seconds to begin answering.
7. The player may not consult with other team members.
8. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
9. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
10. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
11. If the period ending tone sounds while the reader is reading a question, he will stop and the period is finished.
12. If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the period is over. If incorrect, the opposing team does not get the opportunity to answer since time has expired prior to their attempt.

Educational Talent Search “High Q” Academic Competition

Second Period: Face-off and Extra Credit Round

1. There are two types of questions in this period: *Face-off and Extra Credit*.
2. Each Face-off question (worth 10 points) will be played one-on-one, pairing one opposing player from each team. A random drawing prior to the competition will determine the order in which each team's player must answer a face-off question. The reader will identify the player for each team involved in the face-off. Only those two players may buzz in to answer the question.
3. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
4. The player must be ready to give the answer as soon as she/he is recognized. She/he may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
5. Once a player is recognized, she/he will be given 3 seconds to begin his answer. Once a player starts to answer, she/he will be given 3 seconds to complete the answer.
6. The player may not consult with other team members.
7. A player may interrupt a question while it is being asked if he believes she/he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
8. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
9. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
10. If both players fail to answer the face-off question correctly, their turn is over and the next pair of players attempt to answer the next face-off question.
11. If the team member correctly answers the face-off question, that **team** gets a chance at a 3 part category orientated extra credit question. The extra credit question works this way. The team starts with a five point question, then a ten pointer, finally a fifteen point question. If a team misses any one along the way, the extra credit stops and the team is awarded its accumulated points. The team has 5 seconds for consultation on each extra-credit question. When the tone sounds indicating the 5 seconds has expired, the captain must be ready to give his answer without stalling. If no answer is given, that will be the same as a wrong answer and the extra credit attempt will end. Upon completion of the extra credit attempt, another face-off question will follow and the procedure is repeated.
12. **Consultation among team members is permitted on extra credit questions only!**
13. Answers to the extra credit questions must be given by the team captain, who need not be recognized before answering. The captain may delegate another member to answer. He must state his desire for another member to answer on each question when he chooses this answer.

not used in extra credit questions.

All members of each team has competed once in a face-off round.

Educational Talent Search “High Q” Academic Competition

Third Period: Quick Quiz

1. The period begins with the team having the lowest score. If the teams are tied, the winner of a coin toss will determine who goes first.
2. The buzzing system will not be used during this period.
3. The team with the lowest score selects one of two categories from which its one minute of questions will be drawn.
4. Each question is worth 10 points.
5. Consultation among team members is allowed.
6. During the quick quiz, any team member may answer the question. The first answer heard by the reader will be ruled correct or incorrect. If more than one answer is given simultaneously, the captain will be asked to choose between them. It is important the team be careful to distinguish between consulting among themselves and giving an answer to the question.
7. A player need not be recognized by the host before answering the question.
8. A player may respond before the reader has completed the question, but the reader reserves the right to complete all questions after a correct or incorrect answer has been given.
9. The team is playing against a one minute clock. The reader will give the team 3 seconds to answer each question. If no answer is given within 3 seconds after the question is completed, the reader will ask the next question without giving the answer to the previous one. If the team does not know the answer and does not want to use the 3 seconds to consult, the captain may refuse the question by saying öpassö and the reader will turn to the next question.
10. After the one minute has ended, the second team will have a chance to answer any questions the first team missed. The second team will be given 3 seconds to consult and answer each question.
11. After the second team has finished trying to answer the questions missed by the first team, the second team will select from the three remaining categories and play the one minute round. Then, the first team will be given the same opportunity to answer any questions missed by the second team.
12. A maximum of 20 questions will be asked during each on minute period.

Educational Talent Search “High Q” Academic Competition

Fourth Period: Final Exam Round

1. Rules for the fourth period are the same as the rules for the first period except for point values.
2. During the fourth period, all questions are open and worth 20 points.
3. The fourth period will last four minutes.
4. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
5. The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualifying the current question and the opposing team will be given an opportunity to answer.
6. Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
7. The player may not consult with other team members.
8. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
9. If the recognized player gives an incorrect answer, or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
10. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
11. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
12. The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
13. Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
14. The player may not consult with other team members.
15. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
16. If the recognized player gives an incorrect answer, or not answer at all, the first member of the opposing team to buzz may respond after being recognized.
17. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
18. If the period ending tone sounds while the reader is reading a question, he will stop and the period is finished.
19. If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the game is over provided there is no tie.

SSS/McNAIR DEBATE

One of the major objectives for this activity is to encourage collegiate TRIO participants to discuss relative social, political, and religious issues affecting the global community. In addition, the Debate Competition seeks to strengthen the bonds between the collegiate TRIO Programs in SAEOPP. To achieve this goal, the organizing committee has adopted the Parliamentary Debate format.

Generally during this debate format, the topic is presented in a general meeting area or in a designated room where the debate will be held. Occasionally, two or three different topics are provided, and the side proposing the resolution is allowed to select which topic to debate. Each team consists of two members:

Proposing Team (Government)

1. Prime Minister
2. Member of the Government

Opposing Team (the Opposition)

1. Leader of the Opposition
2. Member of the Opposition

After the Judge (Speaker of the House) announces the topic(s), each team is given 15 minutes to prepare for the beginning of the debate round. During the 15 minutes of preparation time, the Government prepares its case proposing the resolution while the Opposition attempts to anticipate the Government's case and draft arguments that oppose the resolution.

After the preparation time concludes, the Judge recognizes the Prime Minister as the first person to speak. The speaking order and times are outlined below:

TIME	PERSON
7 minutes	Prime Minister (Proposing Team)
8 minutes	Leader of the Opposition (Opposing Team)
8 minutes	Member of Government (Proposing Team)
8 minutes	Member of Opposition (Opposing Team)
4 minutes	Rebuttal: Leader of the Opposition (Opposing Team)
5 minutes	Rebuttal: Prime Minister (Proposing Team)

The official format that will be used during the SAEOPP Debate Contest can be viewed at <http://www.wcdebate.com/1parli/29basics.htm>. At this site, specific information is provided regarding speaking order and times, speaker directives, points of information, points of order, and judges responsibilities. Each team is encouraged to thoroughly review the aforementioned site and familiarize themselves with the rules of parliamentary debate.

Finally, each Program is allowed to enter two (2) teams in the Debate Contest. The first place team prize is \$500; second place team receives \$300, and the third place team receives \$200.

to help our students strengthen their debate skills while
around the southeast.

We look forward to a tremendous response.

Examples of Debate Questions

1. The war in Iraq has ignited new terrorist organization around the globe.
2. The United States is a much safer place since President Bush began the war against terrorism.
3. The NBA has a right to determine appropriate dress and to limit the amount of jewelry players wear when off the court.
4. Trans fat, used to make an oil more solid, provide longer shelf-life in baked products, provide longer fry-life for cooking oils, and provide a certain kind of texture or "mouth feel," should be banned by the local, state or federal governments.
5. Girls mature faster than boys and the impact is noticeable in educational and social settings and in the workplace.
6. The United States is poised for a female president.
7. Music controls the listener's behavior; therefore, therefore, gangsta rap perpetuates a violent and sexually abhorrent culture.
8. Religious intolerance is the root of most wars.
9. Historically large (high) profits by the oil and gas providers (BP, Exxon Mobil, and Chevron) is justified.
10. The black market sale of human organs should be legalized.
11. Special emphasis should be placed on the recruitment and retention of minorities in higher education
12. Graduating high school students should be required to pass an exit exam before being allowed to enter a college or university.

SCHOLAR'S BOWL

Team Composition

A team shall be composed of six (6) team members with four (4) participating members and two (2) substitutes. Each team shall designate its captain. If the competition is held in the summer, bridge students are ineligible.

Team Captain

The captain will operate the number (3) buzzer. The responsibility of the team captain is to:

1. answer a specific bonus question, except when the captain announces a designee to answer a specific bonus question or part of a bonus question;
2. decide on substitutions (Substitutions may only be made during a break between halves);
and
3. be aware of the rules and procedures.

Procedures **Teams not in attendance at the start of a game will forfeit that game.**

Matches will take place in a round robin competition format. There will be several games held simultaneously and the team with the highest number of wins will be the champion. In case of a tie, head-to-head competition will decide the winner.

When two teams tie

For example, Team A and Team B are tied with records of 6 wins and 1 loss, if Team B beat Team A when they played each other, then Team B is the winner.

When three or more teams tie

For example, Team A, B, and C are tied with records of 6 wins and 2 losses, if Team C beats both team A and B, then Team C is the winner. If Team C beats Team B, Team B beats team A, and Team A beats Team C, then the team that had the highest point total in these head-to-head games would be the winner. The next tie breaker is highest points total of all games.

Each match will last a maximum of 30 minutes. It will consist of two halves, with ten (10) questions asked during the first half and ten (10) questions during the second half. There will be two-minute break between halves, at which time substitutions may be made. Two participating teams should not leave the room during the break.

All matches will be under the supervision and control of the following Scholar's Bowl officials:

A) Moderator: will ask the questions, be responsible for the questions, the conduct of the match, judge the answers, and handle appeals.

with all matters of time, maintaining a score sheet of the match and handle all matters of identification.

Questions

The categories of the questions will be: Language/Literature, Mathematics, Current Events, Miscellaneous, Social Science and Science

Toss-up questions will be worth ten (10) points each.

Bonus questions will be worth twenty (20) points each. Partial credit is possible on some questions with multiple answers. The multiple- part questions will be designated by the moderator. The answer to all bonus questions shall be given by the team captain, except when the captain announces a designee to answer a specific bonus question or part of a bonus question.

A) Answering Procedures

1. The match shall begin with the moderator asking a toss-up question. The time for the match begins with the reading of the first toss-up question.
2. The toss-up question is to be answered individually by the contestant who first buzzes in and is recognized by the timekeeper.
3. Teams may not confer on Toss-up questions.
4. Teams will have ten (10) seconds to buzz in after the moderator has completed reading the question.
5. If no one buzzes in after ten (10) seconds, the timekeeper calls "time", the answer is read, and a new question will be asked.
6. The contestant who is recognized to answer will then have ten (10) seconds to complete the answer. Any answer or part of the answer made after time has expired will not be counted.
7. After a correct answer to a toss-up question, the team will get a bonus question. The team may confer during the bonus.
8. At the completion of the reading of a bonus question, the team captain must complete the answer within thirty (30) seconds. Bonus questions, which have multiple answers for partial credit, **must be specified as to which part of the answer is being given.**

For example, Bonus question: (5 points each):

Name the following members of the first presidential cabinet.

A. President B. Vice- President C. Secretary of Treasurer D. Attorney General

he could include, C is Alexander Hamilton; A is George John Adams.

The moderator would then say, A, B, and C are correct for 5 points each for a total of 15 points. The correct response for D was Edmund Randolph.

Buzzers are not used for the bonus questions.

**IN ALL CASES, THE FIRST ANSWER IS THE ONLY ACCEPTABLE ANSWER.
 “STACKING” ANSWERS FOR TOSS-UP OR BONUS QUESTIONS WILL NOT BE
 ALLOWED.**

B.) The match shall continue as stated, with the following specifics:

- 1) In case of an interrupted toss-up:
 - a) An incorrect answer will not be penalized.
 - b) The question shall be completely re-read for the opposing team only and is to be answered individually by the competitor who buzzes in first and then is recognized.
- 2) In case a toss-up is answered incorrectly (without interruption), there is no penalty.
- 3) There will be a ten (10) second allowance before the question is killed and another toss-up will be read.
- 4) If a question is answered by a contestant before he/she is recognized by the moderator, the answer, right or wrong, shall be disregarded and the opposing team will have ten (10) seconds to buzz in. If the opposing team buzzes in, after the individual is recognized he/she will have 10 second to complete his/her answer.
- 5) In case of undue audience participation or disturbance, the question involved shall be discarded and a new question will be read after the audience has been reprimanded.
- 6) a) When a toss-up question is missed by a participant who has attempted an answer after buzzing in and having been properly recognized, the question will be open for the other team to answer. Contestants from both teams are reminded not to confer during the toss-up questions, even if the other team has been recognized.
 - b) The opposing team will have ten (10) seconds to buzz in after the moderator has indicated and incorrect answer. They will have ten (10) seconds to complete their answer after being recognized.
- 7) In case of a protest:
 - a) The protest must be made on the spot. The match may be interrupted if a team captain feels a procedure is questionable. He/she should inform the moderator and the protest shall be resolved by the moderator and timekeeper. **Sponsors, coaches, and audience members may not interrupt for any reason.** The team captain is to be aware of the SAEOPP Scholars Bowl rules and procedures.

the protest shall be made by the moderator whose decision

- c) In case a match is tied, toss-ups shall be read until the tie is broken.
- d) Final decisions shall be made by the Scholars Bowl Committee on all matters not covered here.
- e) The answers on the moderator's cards are the only acceptable correct answers.

QUIZ BOWL QUESTIONS WEBSITES

- | | | |
|----|---|--|
| 1. | Patricks Press, Inc. | www.patrickspress.com/ |
| 2. | National Academic Quiz Tournaments (NAQT) | www.naqt.com |
| 3. | Knowledge Master | www.greatauk.com |
| 4. | Thinking Cap | www.thinkingcapquizbowl.com |
| 5. | Academic Bowl Online | www.academicbowlonline.com |
| 6. | Questions Unlimited | www.qunlimited.com |

THE BASICS OF WHAT HAPPENS IN A PARLIAMENTARY DEBATE

by Jim Hanson and Diana Thompson, 1998

updated by Jim Hanson Feb 8, 2008

What happens for each debate

BEFORE THE TOPIC IS ANNOUNCED

The tournament posts the round including who debate who, where, and with which judge.

Schools typically go to a room/area where they wait to hear what the topic is.

TOPIC ANNOUNCEMENT

The topic gets announced in a main meeting area and a student cell phones/text messages it to the school.

You get 20-25 minutes to prepare and get to your round after the topic is announced.

PREPARATION

The government team prepares a case that supports the resolution (usually pretty closely unless the government team is more kritik/performance oriented).

The government case typically has inherency, plan, and advantages. It includes warrants with references to experts, statistics, good reasons, impacts, etc. It is a lot like a policy case in CX or NDT-CEDA debate but without direct quotations.

res responses to expected disadvantages,
kritiks, topicality arguments, and case
responses.

The opposition team prepares disadvantages, counterplans, kritiks, topicality arguments, and case responses to the government cases they expect they will debate.

Both opposition debaters prepare these arguments. The Member of Opposition can focus more on responding to responses to these arguments as he/she will be doing that during the debate.

THE DEBATE

Be sure to arrive at your debate on time.

You then debate; See the times below.

At the end of the debate, you usually leave the room while the judge decides who won and completes the ballot. The judge may or may not talk with you later about the decision and provide comments for you.

At some tournaments, there will be a room where results will be posted after each round.

Speaking Order and Times

7 min _Prime Minister Constructive (PMC)

8 min _Leader of Opposition Constructive (LOC)

8 min _Member of Government Constructive (MG)

8 min _Member of Opposition Constructive (MOC)

4 min _Leader of Opposition Rebuttal (LOR)

5 min _Prime Minister Rebuttal (PMR)

The judge, called the Speaker of the House (“Madame Speaker” for women; “Mister Speaker” for men), usually times the speeches. You will receive oral time signals (“Five” meaning five minutes left) or hand signals from the judge that tell you how much time you have

speech (for example, if the judge holds up two fingers, you have two minutes remaining in your speech).

The debaters can ask questions speeches after the first minute and before the last minute of the constructive speeches. (These are called Points of Information)

The debaters and audience members can pound the table to support arguments a speaker makes and they can shame arguments to show they dislike the arguments by quietly saying “shame.”

What each speaker should do during the debate

Prime Minister Constructive presents the government case in favor of the resolution

Leader of the Opposition Constructive presents Disadvantages, Counterplan, Kritiks, Topicality Arguments, and Case Responses.

Member of the Government Constructive answers the Disadvantages, Counterplan, Kritiks, Topicality Arguments, and defends the Case.

Member of the Opposition Constructive kicks positions (there is almost never enough time to go for everything), and then defends the Disadvantages, Counterplan, Kritiks, Topicality Arguments, and Case Responses. **THE FOCUS IS THE LINE BY LINE ARGUMENTS.**

Leader of the Opposition Rebuttal **WEIGHS THE ARGUMENTS—TOUCHES ON THE KEY POINTS ON THE KEY ISSUES IN THE DEBATE AND MAKES THE LARGER CASE FOR VOTING FOR THE OPPOSITION.** Note: avoid making new responses/arguments other than extensions of arguments presented in the Member of Opposition constructive speech.

Prime Minister Rebuttal presents **THE REASONS THE GOV SHOULD WIN—RESPONDS TO THE LEADER OF OPPOSITION REBUTTAL.** Note: Unless the Member of the Opposition constructive made new arguments, the PMR should not make new responses other than extensions of what the Member of the Government constructive argued.

NOTE—As of 2008, most Parli Judges believe that if the Leader of Opposition Rebuttal did not extend an argument—the judge should

Prime Minister Rebuttal does not need to respond (though it is still a good idea for the PMR to respond). Most PM judges are not supportive of “splitting the block” where the MO and LOR cover different issues.

Introductions to each speech

1. Before you start each speech, a speaker should recognize/thank others. Keep it brief – with your own personal touch

2. Example introductions to your speeches:

“Speaker of the House, Members of Parliament, the government . . .”

“Speaker of the House, My Honorable Opposition and My Humble Partner. We have argued that . . .”

“Speaker of the House, My Distinguished Opposition, thank you for an engaging debate, . . .”

Points of Information (POI) Questions

1. Questions are allowed after the first minute and before the last minute of a constructive speech. Judges usually knock on a desk to indicate questions may begin/stop.

2. Do not stand up during protected time (the first and last minute of a constructive speech). If done purposely, it is considered rude.

3. Asking a POI -

a. Stand up (you can quietly say "Point of Information" if you wish)

b. Wait to be recognized by the person speaking

c. If told "no thank you" or “not at this time” promptly sit down.

d. Use no more than 15 seconds.

POIs during your speech

- **Most speakers take up to three questions during their speeches.**
- **Many speakers will say "I will take your first of three questions" to put the other team on notice of how many questions they are permitted.**
- **Before accepting your last question say, "I will take your last question."**
- **When refusing a POI, avoid using phrases like, "I don't have enough time" or "I need to move on," because you look rushed and disorganized. Try saying, "No thank you" or "Not at this time" or "I'll take your question after I finish this point." Keep these refusals short as it saves time.**
- **TAKE QUESTIONS ONLY AT THE END OF POSITIONS AND ONLY WHEN YOU HAVE TIME (although you really should take at least two questions during a constructive speech)**

Points of Order - used when you believe a rule is violated (usually in a rebuttal to point out new arguments).

IF YOU WANT TO MAKE A POINT OF ORDER

- 1. Stand up and say "Point of Order" (loud enough so everyone in the round but especially the judge can hear you)**
- 2. THE DEBATER SPEAKING SHOULD SAY "Please stop the time" The judge is supposed to stop the time and recognize you.**
- 3. Explain what rule has been violated (for example, "The PMR has made a new argument in her rebuttal. The argument xxx was not presented in the constructives. It should be disregarded as we have no more speeches to respond to it.")**

SOMEONE JUST MADE A POINT OF ORDER AGAINST YOU

- 1. MAKE SURE you remind the judge to stop the time. Ask: "Have you stopped time for the Point of Order?"**

what the point of order is.

3. IMMEDIATELY RESPOND “This is not new—my partner argued . . .” “This argument responds to THEIR NEW argument—it is our first chance to respond to their point . . .”

WHAT THE JUDGE WILL DO

1. The judge should say one of the following:

- “Point well taken” means that the judge agrees with the point of order. Discard the arguments mooted by the point of order if this occurs and continue with the debate.
- “Point will be taken under consideration” means that the judge will think about the issue. Continue but you should make arguments that both assume that the judge will and will not agree with the point of order.
- “Point not well taken” means the judge disagrees with the point of order. The debate should just continue knowing that the point of order did not have an effect.

2. Some judges may not know what they are supposed to do. Explain the above to them.

3. Some judges will do something else such as ask: “why are you interrupting the speaker?” Handle these situations as best as you can.

Table pounding and Heckling - verbal ways of agreeing and disagreeing with the speaker.

1. If you like a point, you should “pound”

- a. “pound” on a desk.
- b. say “here, here.”

2. If you do not like a point, you should heckle

or "Hiss" or "Shame, shame" (don't do this too
often)

- c. Say a witty, humorous comment (careful, you do not want to appear rude).
- d. Avoid being too loud, you want to make a point without interrupting the speaker.

3. If you are heckled, then you need to think up a witty response.
Ideas for responding

- a. Mock their heckling. For example, "boo, hiss you" or "this is a sign I have made a good argument."
- b. Mock their arguments. For example, "No, hiss your argument that said xxxx" (pointing out your opponent's argument's flaw)
- c. Provide a specific reply. For example, "As I said, cars produce pollution, that is a fact, not something to be hissed at."

Types of Resolutions you might debate.

- **Factual Resolution** - Fact resolutions ask you to prove the resolution true or false.

Example: This house believes that federal welfare policies have increased poverty.

Government: Show the resolution is probably true.

Example: Federal welfare programs have created dependency that entrenches poverty.

Opposition: Show the resolution is probably false.

Example: Federal welfare programs provide food, housing, medical care, and job training that directly reduce poverty.

- **Value Resolutions** - Value resolutions ask you to evaluate an idea/concept/theory.

This house believes even tough use of the law is

Government: Show the value is justified/is what the resolution says it is. *Example: Tough use of the law prevents crime so it is justified.*

Opposition: Show the value is not justified/is not what the resolution says it is. *Example: Tough use of the law treats people unfairly and does not stop crime.*

- **Value Comparison Resolutions** - Value comparison resolutions ask you to compare two values.

Example: This house values liberty over community.

Governments: Show the value is more important, better, more justified, etc. than the other value. *Example: Liberty is more important than community because it emphasizes individual rights.*

Oppositions: Show that the other value is important, better, more justified, etc. than the value that the government defends in their case. *Example: Community is more important people consideration of groupings of people is more important than focusing on individuals.*

- **Policy Resolutions** - Policy resolutions support a new policy action.

Example: The United States should regulate the internet.

Governments: Asks you to present a proposal; this proposal is usually defended by arguing there is a problem (significance), the current policy isn't solving or is actually causing this problem (inherency), and here is a proposal that will solve the problem (solvency). Often, the government will support a specific example of the policy resolution. *Example: Internet sales of bad prescription drugs is increasing. Current policy permits this. The federal government will regulate prescription drug sales over the internet. This would stop sales of bad prescription drugs.*

Oppositions: Show the government proposal would be disadvantageous (disads), that the problem isn't so big (significance), that the current policy is solving the problem



and that the affirmative proposal will not solve
n (solvency). Show that the government
proposal does not support the resolution. Show that
another action would be superior to the government
proposal. Show that the assumptions of the government
case are harmful (kritiks). *Example: Internet sales of bad
prescription drugs are not increasing. Current policy gives
states the ability to stop such sales. Federal action will not
reduce prescription drug sales. Federal action will
undermine state and local solutions which are needed for
ensuring innovative policies and for good state-federal
relations.*

- **Metaphor Resolutions** - Resolutions that use vague or figurative language.

Example: This house believes that an apple a day keeps the doctor away.

Let's you do anything you want on the government so long as you can explain how the government case fits the idea behind the government. *For example, you could argue that preventive medicine should be promoted more.*

Explanation: Preventive medicine is like "an apple a day" that prevents a need for curative medical care from doctors.

The opposition generally has to argue against whatever case the government presents (unless it is an unreasonable interpretation of the metaphor). *For example, you could argue that preventive medicine should be promoted more.*
Explanation: Preventive medicine is like "an apple a day" that prevents a need for curative medical care from doctors.

Sample resolutions that you might debate.

This house supports the right to work.

This house believes quality of life is more important than presence of life.

This house would balance the books.



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Federal government should support unrestrained

**This House believes the right to privacy is more important than the
freedom of press.**